Spring 2007

CS 340: Programming Language Workshop in C#

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CS 340 Programming Language Workshop in C# (1 Credit)

- **Instructor** : T. K. Prasad
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- **Quarter** : Spring 2007

- **Office Hrs** : TTh, 3:35-4:05pm (or by appointment), 395 JC
- **One and Only Class** : **April 3, Tuesday, 3:35pm-4:05pm, 395 JC**

Course Description

This course is designed as a self-study in C#. You are expected to learn the language and solve a set of programming problems assigned to you using MS Visual Studio .NET. There are no exams. We officially meet only once in the quarter. However, I will be available in the posted office hours for clarifications and discussions about the programming problems.

Prerequisite

- Experience with programming in C++/Java.

Course Text

- Dietel, et al: C# : How to Program. Prentice Hall, 2002, ISBN: 013-062-221-4.

OR

- Dietel, et al: Visual C# 2005: How to Program. Second Edition. Prentice Hall, 2005, ISBN: 013-152-523-9.

Grading

Each programming assignment will be graded as *Pass/Unsatisfactory,* and the letter grade 'P' or 'U' will

be assigned at the end of the course.

Course Policies

1. All work must be turned-in by **May 24, 2007.**
2. Do not expect an incomplete for any reason. Each assignment will also have a separate deadline.
3. You must pass all the assignments to pass the course.
4. Each program should be well-documented and adequately tested.
5. You must turnin the source code runnable using MS Visual Studio .NET, a README.txt with a brief description of the design and use of the code (and where applicable, a sample output), as a single zip-archive for each assignment. To turnin the i^{th} assignment (where i = 1,2,3,4), create the archive `asgi.zip`, and execute the following shell command on `paladin`:
   csh% `/common/public/tkprasad/cs340/turnin-pai asgi.zip README.txt`
6. You may also be required to demonstrate your code in my office hours after the due date.

Assignments

Topic	Problems, Page No.	Due Date	
I	Basics	Palindrome: Ex. 4.14, pp. 138 OR Ex. 5.30 Page 221	April 19
II	Arrays	Maze Traversal: Ex. 7.11, pp. 279 OR Ex. 8.21 Page 395	May 1
III	Graphics	Guessing Game: Ex. 12.7, pp. 518 OR Ex. 13.8 Page 647	May 15
IV	Data Structures	Infix2Postfix: Ex. 23.6, pp. 1208 OR Ex. 25.6 Page 1363	May 24

T. K. Prasad (03/07/2007)